

Amendment to the Claims:

This listing of claims replaces all prior versions, and listings, of claims in the application:

1. (Currently Amended): A method comprising:
setting an indicator in a line buffer, the line buffer to store up to a full line of video overlay data;
reading pixel data for a current video line from the line buffer;
determining when the pixel data reaches the indicator; and
loading data for the next video line into the line buffer based on the determining when the pixel data reaches the indicator., wherein the indicator is at approximately a middle of the line buffer.

2. (Currently Amended): A method comprising:
setting an indicator in a line buffer, the line buffer to store up to a full line of video overlay data;
reading pixel data for a current video line from the line buffer;
determining when the pixel data reaches the indicator; and
loading data for the next video line into the line buffer based on the determining when the pixel data reaches the indicator ~~The method of Claim 1, wherein setting the indicator~~

in the line buffer comprises setting the indicator at approximately a middle of the line buffer, and wherein loading data for the next video line into the line buffer comprises loading a first half of the data for the next video line when the pixel data being read reaches the indicator in the line buffer, and further comprises loading a second half of the data for the next video line when the pixel data being read reaches the end of the line buffer.

3. (Previously Presented): The method of Claim 1, wherein loading data for the next video line comprises:

loading a first portion of the data for the next video line when the pixel data reaches the indicator; and

loading a second portion of the data for the next video line when the pixel data reaches the end of the line buffer.

4. (Original): The method of Claim 1, further comprising processing the current video line data for display.

5. (Original): The method of Claim 4, further comprising displaying the processed video line data.

6. (Original): The method of Claim 5, further comprising creating a video overlay from the processed video line data.

7. (Original): The method of Claim 1, further comprising positioning the pixel data on an active display to create a video overlay.

8. (Currently Amended): A method of processing video overlay data comprising:

reading video overlay data for a current video line from a line buffer, the line buffer to store up to a full line of the video overlay data;

detecting the position in the line buffer where the video overlay data is located; and

loading data for the next video line into the line buffer when the video overlay data for the current video line is located at a predetermined position approximately at a middle of the line buffer.

9. (Previously Presented): The method of Claim 8, further comprising setting the predetermined position at a position before all the current line of video overlay data is read.

10. (Currently Amended) : A method of processing video overlay data comprising:

reading video overlay data for a current video line from a line buffer, the line buffer to store up to a full line of the video overlay data;

detecting the position in the line buffer where the video overlay data is located; and

loading data for the next video line into the line buffer when the video overlay data for the current video line is located at a predetermined position ~~The method of Claim 8,~~
wherein the predetermined position is at approximately a midpoint of the line buffer, and wherein loading data for the next video line into the line buffer comprises loading a first half of the data for the next video line after the video data for the current video line has been read from the predetermined position, and further comprises loading a second half of the data for the next video line after the video data for the current video line has been read from the end of the line buffer.

11. (Previously Presented) : The method of Claim 8,
wherein loading data for the next video line comprises:

loading a first portion of data for the next video line into the line buffer when the video data from the predetermined position has been read; and

loading a second portion of data for the next video line into the line buffer when the video data from the end of the line buffer has been read.

12. (Original): The method of Claim 8, further comprising processing the current video line data for display.

13. (Original): The method of Claim 12, further comprising displaying the processed video line data.

14. (Currently Amended): A overlay display processor comprising:

a line buffer to store up to a full line of video overlay data, the line buffer having a plurality of memory locations, the line buffer adapted to provide data to a display; and
an indicator positioned at a predetermined memory location approximately in a middle of in the line buffer, wherein the line buffer begins to read data for a next video data line when the line buffer provides data from the indicator memory location.

15. (Previously Presented): The computer of Claim 14, further comprising:

graphic memory which provides the video pixel data to the line buffer; and

a pixel processing engine to determine whether data for a current video line has been read from the predetermined memory location in the line buffer, the pixel processing engine further to subsequently load a first portion of data for the next video line into the line buffer.

16. (Previously Presented): The computer of Claim 14, wherein the line buffer provides data to the display for a current video line.

17. (Currently Amended): A overlay display processor comprising:

a line buffer to store up to a full line of video overlay data, the line buffer having a plurality of memory locations, the line buffer adapted to provide data to a display; and

an indicator positioned at a predetermined memory location in the line buffer, wherein the line buffer begins to read data for a next video data line when the line buffer provides data

from the indicator memory location ~~The computer of Claim 14,~~
wherein the indicator is located at a position at approximately
a midpoint of the line buffer.

18. (Currently Amended): A overlay display system comprising:

a video memory which stores video data;
an overlay processing engine comprising:
a line buffer to store up to a full line of video overlay data, the line buffer to receive the video overlay data from the video memory, wherein said line buffer includes an indicator positioned at a predetermined memory location in the line buffer, wherein the predetermined memory location comprises approximately a middle point of the line buffer;
video processing circuitry to prepare the video overlay data in the line buffer to be displayed; and
a display to receive the processed data from the overlay processing engine, wherein the line buffer is to read data for a next video data line when the line buffer provides a predetermined amount of data to the display for a current video data line.

19. (Currently Amended) : A overlay display system comprising:

a video memory which stores video data;

an overlay processing engine comprising:

a line buffer to store up to a full line of video overlay data, the line buffer to receive the video overlay data from the video memory, wherein said line buffer includes an indicator positioned at a predetermined memory location in the line buffer;

video processing circuitry to prepare the video overlay data in the line buffer to be displayed; and

a display to receive the processed data from the overlay processing engine, wherein the line buffer is to read data for a next video data line when the line buffer provides a predetermined amount of data to the display for a current video data line. ~~The computer of Claim 18,~~ wherein the predetermined amount of data is approximately half the data comprising the current video data line.

20. (Original) : The computer of Claim 18, wherein the overlay processing engine provides data to the display to create a video overlay.

21. (Original): The computer of Claim 18, wherein the video processing circuitry includes pixel color conversion and adjustment.

22. (Cancelled)

23. (Currently Amended): A program storage device readable by a machine comprising instructions that cause the machine to:

set an indicator in a line buffer, the line buffer to store up to a full line of video overlay data;

read pixel data for a current video line from the line buffer;

determine when the pixel data reaches the indicator; and
load data for the next video line into the line buffer
based on the determining when the pixel data reaches the indicator ~~The program storage device of Claim 22, wherein the instructions further cause the machine to set the indicator at approximately a middle of the line buffer.~~